When animating you must first freeze the transformations of your objects and name them. This is to keep issues from appearing in the keyframe process. Next create a hierarchy with your objects. To do this you must first select the object furthest from the “center of gravity” for your object. With the robot for example you would start with the fingers and work towards the abdomen. After selecting the furthest object, you would then hold shift and select the next object in the line. Back to the robot example after you select the fingers you would select the hand. Once the two objects are selected you press the “P” key to parent the items. After that select the second item again and it should select each item below it. For example, after pressing “P” select the hand of your robot and it should select both the hand and the fingers. After reselecting the item hold shift and select the next item in line and press “P” again. After repeating the process until you reach the “center of gravity” for each item you can begin the keyframe process. First thing in the keyframe animating process you select all the items you want to animate and create a character set found in the animation section under the key tab. After that select the item you want to begin with and select the first frame of your keyframes and press “S” then select the next keyframe and move the object again and press “S” to set the keyframe. You will continue this method with each section of your object until you are satisfied with your animation.